



Volume V, #26

BORIS THE SPIDER

A Journal of Duplicious Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."
---Sir Walter Scott---



13 Feb 97

AUSTRIA WINS 'BORIS IX'

Congratulations go to Kevin Wilson for a convincing win in "Boris IX". Special thanks also go out to Jack and Wayne who soldiered on against insurmountable odds.

STANDBY ALERT: We have openings for the following position:
"BORIS X": Italy. Submit orders an it could all be yours.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "The gods cannot help those who do not seize opportunities." ---Confucius

Glenn Petroskie, the non-ASL AREA custodian has moved. His new address is 6829 28th Ave. Kenosha, WI 53143-1233. Send all non-ASL AREA victory chits to him.

The 1997 Midwest Open VICTORY IN THE PACIFIC Tournament will be held 1-2 Mar 97 at the Day's Inn at I-94 and Wisconsin 50, Kenosha, WI. Registration fee is \$20. 1st place wins \$100. SASE Glenn Petroskie (see previous paragraph) for details or phone him at 414-654-5044.

The 1997 Chattanooga Rail Gaming Challenge will be held 21-23 Mar at the Quality Inn South (I-75, East Ridge Exit) beginning noon Friday and extending to Sunday afternoon. This is a Train Gamer's Association (TGA) sanctioned event. Admission is \$20 in advance. Games offered include 18xx, EURORAILS, RAIL BARON, SANTA FE, and more.

Dan Farrow has changed his e-mail address again. The new one is dwfiv@dca.net.

KREMLIN fans will want to get a copy of the latest AVALON HILL GENERAL which contains additional cards for the expansion deck and a "1953" scenario revolving around the power grab at Stalin's death.

Rich Goranson has temporarily suspended publication of *Forlorn Hope* and *That's Armageddon!* while he recovers from a mild heart attack. Don't know yet how that will effect his ability to play Turkey in "Boris XI". Those of a mind to brighten the day of a stricken gamer (and potentially disgruntled postal worker) can send greetings to his home address (p 19).

Kevin Wilson reports finding yet another HOTW Epoch VIII variant. This one has empire and event cards that can be downloaded and printed in color for mounting to play with the board. They can be found at:

<http://www.concretech.it/3M/Pandora/MHoTW/MHoTW.html>

Kevin opines: The variant, besides depicting 20th Century events, should help level the luck factor of the Epoch VII and favor those players who created "long-lasting" and well distributed empires.

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes to Ron Fisher for his "Boris IX" OW press.

This month's Ms Nar Super-Sudsy Bomb is lobbed jointly at Paul Zieske and John Bryden for "actions detrimental to the advance of ADV CIV".

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR MOST GAMES IS NOON (CST) 8 MAR 97



AUSTRIA RULES!

Germany Out!

Fall 1918

1X

1995X

CLEARWINE: The Austrian Century has begun. Emperor Karl Kevin personally accepted the surrender of Kaiser Jack's flagship *Die Rose* and gave him first-class steamship tickets to far off, fabled Buenos Aires. Tsar Wayne was similarly retired to Pennsylvania in America. Pope Leo has crowned Karl Kevin "Emperor of Europe". Italy and England are now nominally "independent allied" states. In truth, Italian assimilation is well under way, and the British too, with their lifeline to India firmly in an Italian stranglehold, will fall into line soon.

TROOP MOVEMENTS

AUS (Wilson): A Nwy H. A Fin S A Nwy, F Ion H, F Spa(es) H, A Ven H, A Trl S A Ven, A Boh S A Mun, A Ruh S A Hol, A Mun S A Kie, A Ber S A Kie, A Hol S A Ruh, A Kie S A Ber, A Gal H, A Lvn H.

ENG (Anderson): A Par-Bre, F Mid H, [F Nth-Nwy], [F Eng-Bel], F Ska S F Nth-Nwy, F Por S F Mid;

GER (J. Shacklett): NMR F Bal H(u);

ITA (Fisher): [F NAf-Mid], [F Tun-Tun], F Wes S F NAf-Mid, A Pie-Mar, A Pic-Par, A Gas S A Pie-Par, A Bel H(u);

RUS (Melnick): NMR A Den H(u).

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nou = not own unit, nso = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

SUPPLY CENTER CHART

AUS: Bud Trl Vie Gre Ser Bul Con Rum Sev War Mos Mun Ber StP
Kie Spa +Hol +Nwy +Ven

(19) WINS

ENG: Edi Lon Lpl Por Bre -Par

(3) Tear 1

GER: -Den

(0) Tear 1

ITA: Nap Rom -Ven Tun Smy Ank Mar Bel -Hol +Par

(3) Even

RUS: -Nwy Swe +Den

(2) Build 1 *

* But cannot build since has no home centers

Due next time are end of game statements should you care to make any.

EMBASSY BEAT

Austria to all: That should do it. It wasn't an easy decision to stab Ron. I'll explain more in end game statements next time.

Austria to Italy: What I said above is true. Although I doubt you believe it right now.

Rome: OW! What's that sharp pain in my shoulder, up near VEN? No ... it couldn't be ... not again! Owl Owl Owl

"Achilleus"--continued from p 4

HOIY ROMAN EMPIRE (B):

Play 1.A.C @ CEu (1AV, r-???)...

Due next time are your orders for the rest of Epoch V.

SCORE (SP/VP): A(38/84), R(34+/71+), O(38+/63+), B(29+/85+), G(40+/98+), P(43+/102+).

THE BOARD:

AI: GLa, GP1: AIII: Alb(2, AM), Cau, EAn, Hig, AIV: Cey, EDe(C,AM), EGh, Sum:

AV: BSb, CEu, CMa, NGa(C,AM), Pyr, Sca, Sha(PM), Sib,

BII: WDc, BIII: Gol(c,f), WGa, Wlb, BIV: GaD(RM), Irr, Mal, Tar(PM), Tur, WSt:

GII: Wei(2,C,GM,f), Yam; GIII: Che, Ein, GPC(C,GM,f), Sze(f), Yeli(c,f);

GIV: Ara(C,GM), GaV, Hin, Lev(AM), Lib, Lin(RM), MTi(PM), NiI(AM), Nub(GM), Pal, PPI(OM), Ulm(BM), UNI, UTI(RM), Zag(BM)

OIV: Dal, Dan, NAP, SAP(c,PM).

PII: CAM(C,f), Gut; PIII: Cre(2,c,f), Dni(2), Ire(2), Mor, Pin(2,c,f,BM), WA

PV: Mek(2,C,f), SiK.

RIII: PSD(2); RIV: Bal(C,RM);

WI: LTb(2,C,F).

Fleets: Bla(R), BoB(A), EMS(R), Nth(P), Red(G), SCS(G), SoJ(G), WMS(A).



RIOTS IN ITALY!

X

Spring 1986

1996G

MINAS MORGUL: The East is clearly now under the Sultan's sway; the West is still in dispute and should, if sanity were to prevail, postpone their squabbling and unite against resurgent Islam. Fat chance. Kaiser Pete must at least make an attempt to save his Austrians cousins and in so doing begin to lay down his own defense against the Jihad. French and English fleets are needed to bottle up the Turks in the eastern part of the Med.

TROOP MOVEMENTS

English E BRE retreated to ENG. Italy is NMR so A VEN retreated otb. Austria tears A TRL. England builds F LPL. France tears F SPA. Italy does not build. Turkey builds A CON & F SMY.

AUS (J. Shacklett): [A Ven-Rom];

ENG (Fisher): [F Eng-Bre], [A Par S F Eng-Bre], [F Nth-Eng], [A StP-Lvn], [A Fin-S(P), F Lpl-Irl;

FRA (Deb Osborne): [F Tyn-Rom], [A Gas-Par], A Pie-Mar, [A Bre S A Gas-Par];

GER (Boyum): F Swe S F Den, F Den S F Swe, A Sil-Ber, A Kie-Hol, A Mun-Ber, A Bur-Gas, A Bel-Hot;

ITA (Zodda): NMR A Vie H(u, r-??), F Alb H(u, d), F Adr H(u).

RUS (Anderson): A Mos S A War-Lvn, A War-Lvn, F Bal-Bot;

TUR (York): F Smy-Aeg, F Eas-Ion, F Rum H, A Con-Bul, A Gre-Alb, F Tri S A Gre-Alb, A Gal-Vie, A Bud S A Gal-Vie.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

Italian A VIE must retreat otb or to BOH or TRL.

Due next time are retreats and orders for Fall 1906.

DOWN WITH THE KING (continued from p 5)

Due next time are:

Any modification to Lord Richard's counsel to King Alan.

Your nominee (-2 IP) for Minister of the Navy.

Any modifications to the Political Problems resolution.

Your Player Turn orders for Turn 8 including, if eligible, what counsel you will give the Monarch at the Court Ball.

Remember, if Alan is still King at the end of Turn 10, Lord Richard will be victorious.

Countess Mary (#64): 10/21 PP, 2 IP, 15C, #34, #21, #44, #54, #11

Earl Michael (#15): 1/29 PP, 2 IP, 15C, #36, #51, #35(H), #43, #24, #25

Marquise Elisabeth (#62): 12/19 PP, 30 IP, 15C, #65(H, Ba), #55, #52, #56

Lord Richard (#14, MC): 70/81 PP, 17 IP, 12C, #41(H), #13, #46, K Alan

Marquise Ruth (#68): 10/26 PP, 1 IP, 12C, #53(H), #12, #16, #42, #61, #21, #65

NOTE: It's 8887, Fri 14 Feb. I haven't updated the PPs & IPs and I'm not going to now since if I do I'll either be a zombie at work or I'll have to delay the issue four days. The e-Boris should have the correct totals.



ACHILLEUS

EPOCHS IV & V

100-1500 A.D.



T&E <45%:

Dan Farrow: Red
Debbie Osborne: Azure
Paul Zieske: Purple

Chuck Wilson:
John Bryden:
Dave Andereon:

Green
Black
Orange

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play a 1F in either Atl or Pac as well as Car), and Epoch VIII.

EPOCH IV (CONTINUED):

THE BOARD:

AI: GLa, GPl; AIII: Alb(AM), Cau, EAn, Hig, NGa;

AIV: Cey, EDe(C,AM), EGh, Mek, SiK, Sum.

BII: WDe; BIII: CMa, Gol(c,f), Pyr, WGa, Wlb; BIV: GaD(RM), GaV, Hin, Irr, Lin(RM), Mal, PPI(OM), Tar(PM), Tur, Uln(BM), WSt, Zag(c,BM);

GII: Wei(2,C,GM,f), Yan; GIII: Che, Ein, GPC(C,GM,f), Sae(f), Yel(c,f);

OII: BSt; OIV: Dal, Dan, NAp, SAp(c,PM).

PI: UNi(c,f); PIH: CAM(C), Gui, Nil(AM), Nub; PIH: CEu, Cre(c), Dni(2), Ire, Lev(AM), Lib, MTi(e,PM), Mor, Pal, Pin(c,BM), Sha(PM), Silb, UTi(RM), WAN;

RII: Bal; RIII: PSD(2);

WI: LTr(2,C,F);

Fleets: BoB(A), EMS(P), Nth(P), SCS(G), SoJ(G), WMS(P).

SCORE (SP/VP): A(28/53), G(22+/48+), R(34/47+), B(39/85), O(38/63), P(38+/78+).

BYZANTINES (R): Play "Weaponry". Play 1A,C,RM @ Bal(-1RII), 1F @ Bla, "Shipbuilding". 2F @ EMS(2+1.1.5; 5+1.4.5 -1RF,PF), 1F @ WMS(4+1.1.3 -1PF), 1A @ Sha (4+1.4.2,1 -1PIII), 1A @ Lib (5+1.5.6 -1PIII), 2A @ Nil(1+1.1.5; 4+1.2.4 -1RIV,PIII), 1A @ Nub (4+1.2.2 -1PIII), 2A @ Uni (3+1.8.4+1; 3+1.8.1+1 -1RIV,PI,c,f), 1A @ Lev (5+1.1.6.5; 6+1.8.5.4 -1PIII), 1A @ UTi(5+1.8.6; 5+1.3.4 -1PIII). Score: 47 + C(1x2) + M(2x2+B) + S(3) + Mid E(P=3) + N Afr(C=6) + S Eur(P=5) = 71.

T'ANG DYNASTY: (No show).

ARABS (G): Play "Barbarian Horde" @ Nil (4.5.5). Play "Leader". 1A,C,GM @ Ara, 1F @ Red, 2A @ Nil (4.4.2.5; 6.6.4.2 -1GIV,RIV)), 1A,GM @ Nub (3.2.2.1 -1RIV), 1A @ UNI (4.2.1.3 -1RIV), 1A @ Lib (4.3.1.3 -1RIV), SA @ Sha (4.4.1.6; 5.2.2.5; 6.5.2.1 -2GIV,1RIV), 1A @ Pal (4.3.1.2 -1PIII), 1A @ Lev (4.3.2.2 -1RIV), 1A @ UTi (4.3.1.1 -1RIV), 1A @ MTi (6.5.2.2 -1PIII,c), 1A @ Zag (3.3.2.3.1; 5.3.2.4.1 -1BIV,c), 1A @ FPI (6.4.3.4 -1BIV), 1A @ Hin (2.2.1.1 -1BIV), 1A @ Uln (6.5.1.5 -1BIV), 1A @ Lin (5.4.1.4 -1BIV), 1A @ GaV (2.2.1.4 -1GIV). Score: 48 + C(3x2) + c(1), S(3) + M(4x2+9) + Mid E(D=6) + N Afr(C=6) + China(D=6) + India(P=3) + SE Asia(P=2) = 98.

KHMER (P): Play "Empires Fortify (3)": 1f @ CAM, Cre & Pin. Play "Empire Revives (3)": +1PIII @ Cre, Ire & Pin. 1A,C @ Mek (1AIV r-SiK), 1A @ SiK (6.5.4; 4.1.2 -2AIV), 1Af @ Mek, 1F @ SCS (3.1.5 -1PF). Score: 78 + C(2x2) + c(2) + M(1) + S(1) + Mid E(P=3) + China(P=3) + S Eur(D=6) + N Eur(P=2) + SE Asia(P=2) = 102.

SCORE (SP/VP): A(28/53), R(34/71), O(38/63), B(39/85), G(40/98), P(43/102).

EPOCH V:

Azure passes to Purple. Red passes to Azure. Orange holds. Black passes to Green. Green passes to Red. Purple had to pass to Black.

FRANKS (A): Play 1A,C @ NGa (1AIII r-Alb), 1A @ CMa (5.4.3 -1BIII), 1A @ Pyr (4.3.4.1; 6.5.4.3 -1BIII), 1A @ Silb (5.5.4 -1PIII), 1F @ WMS (3.3.5; 5.3.8 -1RF), 1A @ CEu (6.4.4.2 -1PIII), 1A @ Sha (6.2.5 -1GIV), 1A @ BSt (5.4.5; 6.5.6; 6.5.2 -1OII), 1A @ Sce, 1A @ Wlb (1.1.2 -1AIV). Score: 53 + C(2x2) + M(3x2+1) + S(2) + Mid E(P=2) + N Afr(P=2) + India(P=3) + S Eur(P=3) + N Eur(D=4) + SE Asia(P=2) + N Amer(P=1) + Eurasia(P=1) = 84.

VIKINGS : No show.

---Continued on p2

DOWN WITH THE KING

Thomas Overthrown!!

Turns 7 & 8



The Cast (in Turn 7 movement order):

Countess Mary (#64): 10/21 PP, 2 IP, 15C, #84, #21, #44, #54, #11
Earl Michael (#15): 1/29 PP, 2 IP, 15C, #86, #51, #85(H), #43, #24, King Thomas
Marquise Elizabeth (#62): 15/14 PP, 39 IP, 15C, #65(H), #55, #52
Earl Richard (#14, MC): 60/31 PP, 21 IP, 12C, #41(H), #13, #46, Pr Alan, #25 Marquise Ruth (#63): 10/26 PP, 1 IP, 12C, #58(H), #12, #16, #42, #51, #21, #55

The Cabinet:

Monarch: King Thomas (60 Sup)
Navy: Sir James (#22)
State: Duke Marley (#44)
Trade: Knight William (#26)
Epalin: Sir Drew (#11, Ma)
Sandarkan: Sir Charles (#24)
City States: Sir Malcolm (#13, Ru)

Consort: <Vacant>
High Minister: Lord Percival (#41, Ri)
Army: Duke Roland (#42, Ru)
Justice: Earl Duncan (#34, Ma)
Besyan: Earl Maxwell (#82)
Cronos: Knight Dale (#25, Ri)
Treasury: <VACANT>

ROYAL DEATHS: Alfred, Almery, Catherine, Phillip, George, John

Turn 7 (continued)

5. Player Turns (continued):

Countess Mary discarded "Treachery".

Marquise Elizabeth: Play "Extra Activity" chit. Recruits Marquise Margaret (#56) <4 PP>. Promote self to Duchess and Lady Deborah to Baroness (-7 IP). Roll on the "Fashion" Table buying a +1 drm (-2 IP): 8+1 - 9 - "Smart. Gain 8 PP, +1 drm".
Earl Richard: Promote self to Lord (-4 IP). Roll on "Sporting" table: 7+2 - 9 - "Winner. Gain 10 PP). Have Prince Alan usurp the Throne!

USURPATION RESOLUTION:

Prince Alan: (10x2 = 20), Lord Richard (4), Faction (21), Navy Support (3x4 12), Foreign Support--City States (6x3 = 18) = 65

King Thomas (4/2 = 2), NC(19), NRC(18), Monarch's Support (10) = 49.

SUCCESS! Thomas is dead (his card can return--there are plenty of pretenders out there). Alan has an initial Support Value of 100.

Lord Richard finishes his turn by counseling King Alan to Take Military action about Townsmen unrest. This may be modified by the High Minister, Minister of the Army, General, and Magistrate.

Marquise Ruth: Play "Gain 1 IP" chit. Pays 1 IP to draw another Loyalty chit (#82). Roll on "Fashion" Table: 2+2 = "Slovenly", -1 IP, -1 to DRM. Recruits Minister of the Navy Sir James (#22) and Ambassador to Besyan Earl Maxwell <3+3 PP>. Plays "Extra Activity", "Treachery", and "Intrigue" cards to recruit Knight Dale from Lord Richard <4>.

Turn 8

1. PLAYER ORDER: Countess Mary, Marquise Ruth, Duchess Elizabeth, Lord Richard, Earl Michael.
2. OFFICE: The Ministry of Treasury is vacant.
3. POLITICAL PROBLEMS: Natural Disaster (Knight William); Economic Crisis (?), modified by High Minister, Ministers of Trade & Treasury; Foreign War (Duke Roland, modified by General and Minister of State); Townsmen Unrest (Lord Percival, modified by Magistrate and Archbishop).
4. CROWN EVENTS: Court Ball: Countess Mary: 9 - Monarch notices your Exceptional Manners: +2 PP, +1 drm, free counsel. Marquise Ruth: 2+1 = Insulting, but no eligible Henchman to duel with Duke Roland, so n/a. Duchess Elizabeth: 8+1: Exceptional Manners: +2 PP, +1 drm, free counsel. Lord Richard: 6 = Ignored. Earl Michael: 6 = Ignored.

You've drawn ___ Loyalty, ___ Opportunity, & ___ Event.

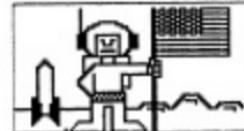
---Continued on p 3



LIFTOFF!

Spain Falls to Connect in Moon Landing Attempt!

1965/66


THE CAST:

Andorra (Dave Anderson)
 Duchy of Grand Fenwick (John Butitta)
 Republic of Texas (Andy York)
 Spain (Dan Farrow)
 Sweden (Al Bargender)

Cash from '64
 3 MB
 17 MB
 0 MB
 10 MB
 41 MB

'65 Budget
 127 MB
 63 MB
 76 MB
 89 MB
 91 MB

ERRATA: R&D Table errata are in **BOLD**.

1965

- All collect budget (see above).
- Random Events (see last issue): Spain steals "a" safety from Andorra.
 Lingering Cards: (* used this turn)
 AND: Fortunate Accident: negate next satellite failure
 SWE: Buy additional astronauts for 1 MB.
 DGF: Next "b" failure cancelled.
- AND: None.
 DGF: Buy one "B" (-12 MB), one "1" (-1 MB), one "2" (-4 MB), one "b" (-6 MB), one astronaut (-2 MB, Astronaut "X"), initial EVA (-18 MB)
 RoT: Buy one "B" (-12 MB), initial "F" (-12 MB), one "a" (-2 MB).
 SPA: Buy one "C" (-18 MB), one "c" (-12 MB), and hire 3 new astronauts (-6 MB, Jose, Juan, Julio).
 SWE: Buy three "B" (-36 MB), two "2" (-8 MB), initial "d" (-30 MB).
- Conduct Research:
 AND: 8 dice on "G" (-56 MB, +32%), 8 dice on "h" (-56 MB, +28%), 5 dice on "3" (-20 MB, +24%).
 DGF: 8 dice on "b" (-16 MB, +36%), 8 dice on EVA (-8 MB, +24%).
 RoT: 7 dice on "F" (-7 MB, +17+7%), 8 dice on "a" (-8 MB, +28+8%), 8 dice on "B" (-32 MB, +24+8%).
 SPA: 8 dice on "d" (-16 MB, +34%) & 7 dice on "C" (-42 MB, +28%).
 SWE: 8 dice on "b" (-16 MB, +36%), one die on "D" (-2 MB, +5%), one die on EVA (-1 MB, +1%), 8 dice on "a" (-8 MB, +35%), 8 dice on "d" (-16 MB, +32%).
- Declare 1965 Missions: Andorra(3), Fenwick(3), Texas(2), Spain(0), & Sweden(3).
- No one rushes.
- Fenwick's Martian satellite checks in: Plan Orb Burn: 41 < 90%; Plan Orb Act: 45 < 90%. Success! Add 1% to "2" and +8 MB to budget.
 Fenwick launches orbital satellite (A1): Lift off: 87 < 89%, EOB: 78 < 98%; Power Up: 55 < 98%. Success: add 1% to "A" and +2 MB to budget.
 Fenwick launches Venesian satellite (B2): Lift off: 24 < 91%, EOB: 04 < 90%; Earth Mission Burn: 57 < 90%. A-OK so far, add 1% to "B".
 Fenwick launches manned orbital mission (As with Astronaut "X" aboard): Lift off: 55 < 90%; EOB: 15 < 85%; EOA: 43 < 85%; E De-Orb Burn: 58 < 85%; Re-entry: 70 < 85%; Recovery: 70 < 85% Success! Add 1% to "A" and to "a", and add 2 MB to budget.
- Texas launches manned orbital mission (As with Richard Ocnaschek aboard): LO: 13 < 93%; EOB: 79% > 70; Catastrophe: 05 < 50% yes! Capsule lost and astronaut killed. Reset "a" to 10%, add 1% to "A", lose 10 MB from budget.
 Texas launches Lunar probe: LO: 35 < 57%; EOB: 37 < 85%; EMB: 98 > 85% no. Mission a failure. Add 1% to both "B" and "3", lose 6 MB from budget.
 Spain launches a manned Lunar Landing mission (Ccd with Jose, Juan & El Cid aboard): LO: 44 < 88%; EOB: 19 < 90%; EMB: 40 < 90%. In-route Act: 100 > 90% problem. Save: 58 > 3.3 no; Catastrophe: 66 > 10, commut: Docking: 78 > 45%. [REDACTED], mission fails; LMB: 12 < 90%; IRA: 44 < 90%; EOB: 22 < 90%; EOA: 26 < 90%; EDOB: 84 - 90%; Reentry: 06 < 90%; Recovery: 08 < 90%. Add 1% to "C", "e" & "d", 10% to astronauts.
- Sweden launches a lunar sat flyby (B3): LO: 15 < 92%; EOB: 27 < 85%; EMB: 47 < 85%; LOB: 76 < 85%; LOA: 68 < 85%. Success! Add 1% to "B" and "3", 5% to photorece, and 4 MB to budget.
 Sweden launches a lunar probe landing (B3): LO: 08 < 93%; EOB: 92 > 86%. Probe is lost in space. Add 1% to "B" and "3", lose 6 MB from budget.
 Sweden scrubs a manned orbital mission with spacewalk. Lose 2 MB from budget.
- Andorra launches an orbital satellite (A1): LO: 90 < 92%; EOB: 47 < 97%; Power Up: 16 < 97%. Add 1% to "A" and "1" and 2 MB to budget.
- Andorra launches an orbital satellite (A1): LO: 54 < 93%; EOB: 50 < 98%; Power Up: 94 < 98%. Add 1% to "A" and 2 MB to budget.
- Andorra launches an orbital satellite (A1): LO: 73 > 44% rocket explodes. Add 1% to "B" and subtract 3 MB from budget.

1966

1. Andorra collects 128 MB, DGF collects 70 MB, RoT collects 57 MB, Spain collects 84 MB, Sweden collects 77 MB.

2. Draw Event Card:

AND: Budget +5 MB, R&D Bonus: add 1 to each R&D die.

DGF: Budget +7 MB, Corporate Investment: add 8 MB to your cash.

RoT: Budget +10 MB: Test Failure: Subtract 15% from 'n'.

SPA: Budget -2 MB, Fortunate Accident: Cancel next "d" failure.

SWE: Major Media Event: +30 MB to budget.

Due next time will be your purchases, R&D expenditures, rush decision for 1965 and if you plan a launch (and what) for 1966.

Country	From '65	'66 Budget	Cash '66	'67 Bud
Andorra	01 MB	128 MB	129 MB	133 MB
Fenwick	06 MB	70 MB	76+8 MB	77 MB
Texas	01 MB	57 MB	58 MB	67 MB
Spain	00 MB	84 MB	84 MB	82 MB
Sweden	05 MB	77 MB	82 MB	107 MB

R&D Status Board (%/#)

	ANDORRA	DG FENWICK	REP TEXAS	SPAIN	SWEDEN
Prog_	64	65	64	65	64
1:	97/3	98/1	98/0	98/0	96/0
2:	45/2	45/2	90/0	91/1	93/0
3:	45/2	64/1		85/5	85/1
4:		88/1	88/1		85/1
A:	92/6	92/4	89/5	91/3	91/0
B:	44/3	44/2	93/0	94/0	92/1
C:			25/1	58/1	94/2
D:				60/1	
EVA:	98/u	98/u	85/1	85/8	89/1
F:			54/u	41/1	94/u
G:	37/2	69/2			
a:	87/0	89/0	88/2	84/1	75/0
b:			20/0	56/1	10/1
c:					46/1
d:				90/1	
h:	29/2	57/2		37/1	42/1
Photo:	65	65	65	65	75
L Fac:	3	3	3	2	3
				1	
				1	1
				70	75
				3	3

Astronauts:

20%: B Bjorklund (SWE), De Duchette (AND), Barney (AND), Gomes (SPA), E Cid (SPA)

10%: A Astronautica (AND), Sc Kaat (AND), Sh Kaat (AND), Jose (SPA), Juan (SPA), X (DGF)

0%: Da Duchette (AND), J Katz (AND), Sc Katz (AND), Ro Onaschek (RoT), T Bascombe (DGF), A. Kaat (AND), T Kate (AND).

PRESS:

The recent tragedy in space has devastated Grand Fenwick. Duchess Glorianna declared the program at an end and forbid any more spare launches.

But in the hour just before dawn, a shadowy figure creeps through the castle, enters a small capsule atop a rocket in the Jericho tower and pushes the launch button.

NOTE: There's been a bit of overspending of late that I had to 'adjust'; also an increase in launching equipment one doesn't have.

ALL FIGURES ARE FOR END-OF-YEAR

????? IS ?????



SR 4

John Butitta is now assuming the position for Shane Beck.

PLAYER STATUS

Hanna	\$132. M&H, C&A, 2-PRR, 1-B&O (Priority)
Chinnery	\$122. 2-B&O, 3-C&O
Fisher	\$60. SVNR, 2-B&O, 3-PRR(P)
Butitta	\$52. 4-B&O(P), 1-PRR
Ringhoffer	\$120. C&SL, 5-C&O(P)
Farrow	\$58. D&H, 1-B&O, 2-C&O, 2-PRR

CORPORATION STATUS

Corp	Value	Pool	IO	Par	Cash	Trains	Tokens
B&O	A 112	0	--	---	\$440	2-2's	H15, (2)
C&O	C 90	0	--	---	\$550	2-2's	F6, (2)
PRR	D 76	-	2	\$76	\$600	2-2's	H12, (3)

Stock Round #4

Hanna - Buy PRR from I.O. for \$76 (Has \$56)

Chinnery - Sell 3-C&O and 2-B&O shares for \$90 and \$112 each. buy NYNH presidency.
set par at \$100/share (Has \$416) C&O drops to F 71 and B&O drops to C 90

Fisher - Pass (Has \$60)

Butitta - Pass (Has \$52)

Ringhoffer - Buy pool share of B&O for \$90 (Has \$30)

Farrow - Pass (Has \$58)

Hanna - Sell B&O share for \$90 and buy PRR from I.O. for \$76 (Has \$70) TAKES OVER
PRR PRESIDENCY! B&O drops to D 82 PRR sold-out!Stock Round is halted here for re-evaluations by all, you may submit new orders if you
wish.

PLAYER STATUS

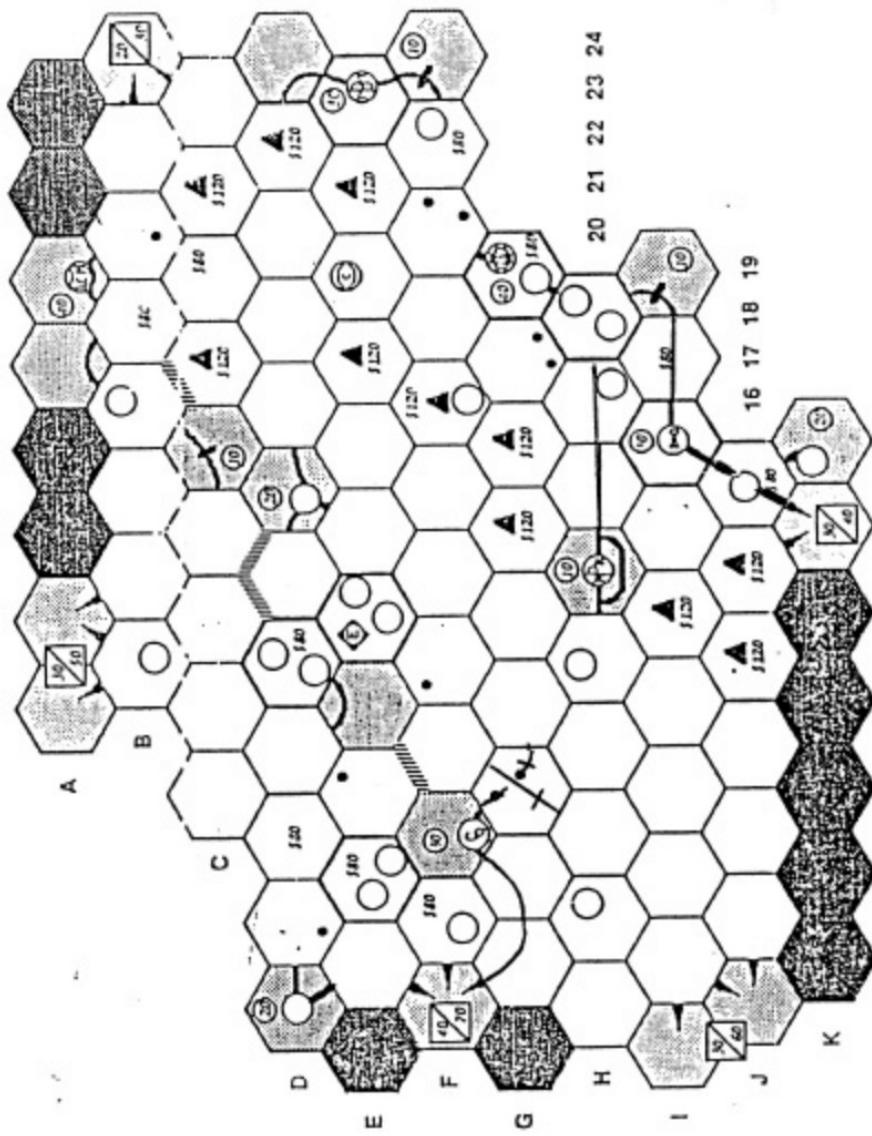
Chinnery	\$416. 2-NYNH(P) (Priority)
Fisher	\$60. SVNR, 2-B&O, 3-PRR
Butitta	\$52. 4-B&O(P), 1-PRR
Ringhoffer	\$30. C&SL, 5-C&O(P), 1-B&C
Farrow	\$58. D&H, 1-B&O, 2-C&O, 2-PRR
Hanna	\$70. M&H, C&A, 4-PRR(P)

CORPORATION STATUS

Corp	Value	Pool	IO	Par	Cash	Trains	Tokens
NYNH	A 100	0	8	\$100	\$1000	-----	(2)
B&O	D 82	2	--	---	\$440	2-2's	H15, (2)
PRR	D 76	-	--	---	\$600	2-2's	H12, (3)
C&O	F 71	3	--	---	\$550	2-2's	F6, (2)

Trains Available: 33333 44444 555 66 DDDDDDD

Tiles Available: #1(1), #2(1), #3(2), #4(2), #7(4), #8(6), #9(5), #55(1), #56(1), #57(2),
#58(2)Due for next month are orders for the remainder of Stock Round #4 and Operating Round
#4. Orders are due to Mark on 5 Mar 97.



THE GREAT WHITE NORTH

TWO MORE RAILWAY COMPANIES FOUNDED!



SR 5

PLAYER HOLDINGS: (* = president; certificate limit = 11)

Quiet	\$247	6LPS*
Butitta	\$152	4CPR*
Wordelmann	\$339	5WR*
Farrow	\$413	5GW* [priority]
Zieske	\$90	4GT*
Chinnery	\$262	nfsb, 2WR, 3LPS

COMPANY STATUS

Name	Pres	Value	Pool	IO	Par	Treas	Loans	pc	Trains	Tkns	Dest	
OT	PZ	D125	3	3	100	\$25	0	ft	2	P9.N11+2	K8(\$200)	
WR	WW	B100	---	3	90	\$245	7		--	34	O16.O18+1 L15(\$180)	
CPR	JB	C90	1	5	90	\$27	4	w&s	34	M4.N3.I12+1	---	
LPS	MQ	F80	1	-	n/a	\$495	5		--	33	C14.F15	---
GW	DF	F75	---	5	65	\$75	4	soft	4	F15+3	A20	

SHARE ROUND 5

Quist sells 1 LPS and buys president's share of Canadian Airline, par \$65. (\$247 + 80 - 65*2 - \$197; CA treasury \$190)

Butitta buys GT from IO. (\$152 - 100 = \$52; GT escrow \$300)

Wordelmann buys LPS. (\$339 - 80 = \$259)

Farrow buys GW from IO. (\$413 - 65 = \$348; GW escrow \$65)

Zieske buys GW from IO. (\$90 - 65 = \$25; GW escrow \$130)

Chinnery sells 2 WR and 3 LPS and buys president's share of Credit Valley, par \$100. (\$262 + 100*2 + 30*3 - 100*2 - \$502; WR falls to D80; CV treasury \$200)

Quist buys CA. (\$197 - 65 = \$132; CA treasury \$195)

Butitta sells GT, buys GW from IO. (\$52 + 125 - 65 = \$112; GT falls to E110; GW escrow \$195)

Wordelmann buys WR from the IO. (\$259 - 90 = \$169; WR escrow \$270)

Farrow buys GT from the IO. (\$348 - 100 = \$248; GT escrow \$400)

Zieske sells GW, buys GT from IO. (\$25 - 75 - 100 = 0; GW falls to G70; GT escrow \$500)

Chinnery buys CV. (\$502 - 100 = \$402; CV treasury \$300)

Quist buys CA. (\$132 - 65 = \$67; CA treasury \$260)

Butitta sells GW, buys CPR from IO. (\$112 + 70 - 90 = \$92; CPR treasury \$117)

Wordelmann buys CPR from pool. (\$169 - 90 = \$79)

Farrow buys LPS. (\$248 - 80 = \$168)

Zieske passes. Chinnery buys CV. (\$402 - 100 = \$302; CV treasury \$400)

Quist buys CA. (\$67 - 65 = \$2; CA treasury \$325)

Butitta buys CPR. (\$92 - 90 = \$2; CPR treasury \$207)

Wordelmann buys GW from the IO. (\$79 - 65 = \$14; GW escrow \$260)

Farrow buys WR from the pool. (\$168 - 80 = \$88)

Zieske passes. Chinnery buys CV. (\$302 - 100 = \$202; CV treasury \$500)

Quist, Butitta, Wordelmann, Farrow, Zieske pass.

Chinnery buys GW from IO. (\$202 - 65 = \$137; GW escrow \$325)

Quist, Butitta, Wordelmann, Farrow, Zieske pass.

Chinnery buys CPR from IO. (\$137 - 90 = \$47; CPR treasury \$297)

All pass. Quist retains the priority deal card.

PLAYER HOLDINGS: (* = president; certificate limit = 11)

Quiet	\$2	5LPS*, 5CA* [priority]
Butitta	\$2	6CPR*
Wordelmann	\$14	6WR*, 1LPS, 1CPR, 1GW
Farrow	\$88	6GW*, 1GT, 1LPS, 1WR
Zieske	\$0	5OT*
Chinnery	\$47	nfsb, 5CV*, 1GW, 1CPR

COMPANY STATUS

Name	Pres	Value	Pool	IO	Par	Treas	Loans	Trains	Tkns	Dest
OT	PZ	D125	4	-	n/a	\$26	0	ft	3	P9.N11+2 K8(\$500)

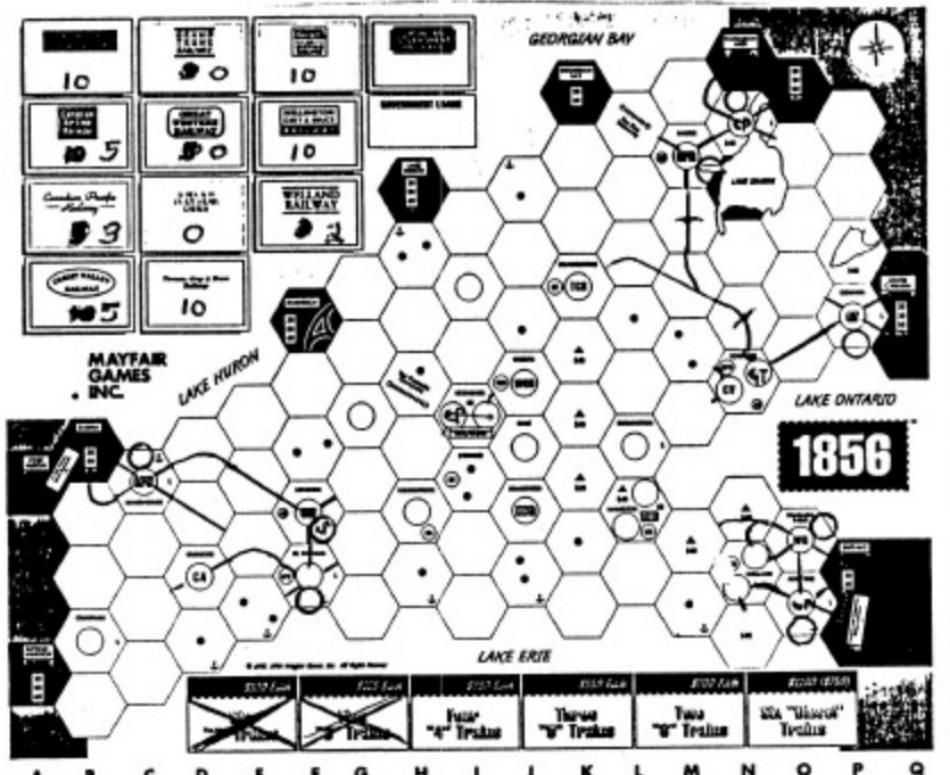
CV	DC	A100	---	5	100	\$500	0	--	--	3	114
CPR	JB	C90	---	3	90	\$297	4	w&s	34	M4.N3.I12+1	---
LPS	MQ	F80	3	-	n/a	\$495	5	--	33	C14.F15	---
WR	WW	D80	1	2	90	\$245	7	--	34	O16.O18+1	L15(\$270)
GW	DF	G70	2	-	n/a	\$75	4	soft	4	F15+3	A20(\$325)
CA	MG	F65	---	5	65	\$325	0	--	--	3	H15

TRAINS AVAILABLE: 4.555.66.DD...

The Bank has \$9,884.

TILES AVAILABLE: #1(1), #2(1), #3(3), #4(3), #5(1), #6(2), #7(5), #8(18), #9(12), #14(2), #15(3), #16(1), #17(1), #18(1), #19(1), #20(1), #23(4), #24(4), #25(1), #26(1), #27(1), #28(1), #29(1), #55(1), #56(1), #57(3), #58(3), #59(2), #69(1), #121(2)

Due next time: OR 5.1 and OR 5.2. We will not interrupt the turn when the first 5-train goes. Note that the WR cannot secure any more loans. If everyone gets OR 5.1 in early, Chuck will try to let you know so that you can revise OR 5.2. Orders are due to Chuck by 5 Mar 97.



**JAMES WEST
IC AND AT&SF FLOAT!
OR 4 & SR 5**



PLAYER STATUS

Zieske	\$107, GRS, 1 KATY, 2 SLSF (VP)
Worrelmann	\$107, SC, 3 SLSF(Pres)
Quist	\$174, 3 KATY (Pres)
Hanna	\$2, MKT, 3 KATY (VP), 1 SLSF
Farrow	\$72, MRB, 1 KATY, 2 SLSF <Priority>
Chinnery	\$102, GS, 2 KATY, 1 SLSF

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Tokens	Shares	Dest
SLSF	A110	0	0	\$100	\$561	222	E12,H13,(1)	1	M22
KATY	B100	0	0	\$68	\$400	222	B11,(2)	0	N1

OR4

Private pay Zieske \$5, Farrow & Worrelmann \$10, Chinnery \$15, and Hanna \$20.

SLSF: Lay tiles #8 in D11(sc) and #8 in K12(me). Run E12-H13 (\$40), H13-I14 (\$30) & E12-B11(\$40). Pay dividends (WW +\$33, PZ +\$22, DF +\$22, DC +\$11, SLSF +\$11, CCH +\$11); stock goes to A120

KATY: Run B11-B9 (\$40) & B11-E12 (\$40). Pay dividends (MQ +\$24, CH +\$24, DC +\$16, PZ +\$8, DF +\$8). Price moves to B110.

SR 5

Farrow passes.

Chinnery sells 2 KATY and 1 SLSF and buys IC President's share, setting par at \$76 (\$148+220+120 - 152 = \$336). Quist has insufficient cash to protect both shares so can't price protect KATY. KATY drops to D90. Worrelmann price protects the share of SLSF (\$150-120 = \$30).

Quist buys 1 KATY (\$206-90 = \$116).

Hanna sells 1 SLSF and 3 KATY, and buys President's share of AT&SF, setting par at \$58 (\$57+120+270-136 = \$311). Worrelmann and Quist cannot price protect sc SLSF drops to B110 and KATY plummets to G72.

Farrow buys 1 SLSF (\$112-110 = \$2). SLSF is sold out!

Chinnery buys 1 IC (\$336-76 = \$260).

Zieske buys 1 KATY (\$142-72 = \$40).

Worrelmann passes. Quist buys 1 KATY (\$116-72 = \$44).

Hanna buys 1 AT&SF (\$311-68 = \$243).

Farrow passes. Chinnery buys 1 IC (\$260-76 = \$184).

Zieske, Worrelmann & Quist pass. Hanna buys 1 AT&SF (\$243-68 = \$175).

Farrow passes. Chinnery buys 1 IC (\$184-76 = \$108).

Zieske, Worrelmann & Quist pass. Hanna buys 1 AT&SF (\$175-68 = \$107).

Farrow passes. Chinnery buys 1 IC (\$108-76 = \$32). IC floats!

Zieske, Worrelmann & Quist pass.

Hanna buys 1 AT&SF (\$107-68 = \$39). AT&SF floats!

All pass.

SLSF is sold out so rises to A120. Farrow retains the priority. Due next are orders for OR 5 and SR 6. Company presidents should include contingency orders for price supporting and redeeming their stock.

PLAYER STATUS

Zieske	\$70, GRS, 2 KATY, 2 SLSF (VP)
Worrelmann	\$30, SC, 4 SLSF(Pres)
Quist	\$44, 5 KATY (Pres)
Hanna	\$39, MKT, 6 AT&SF(Pres)
Farrow	\$2, MRB, 1 KATY, 3 SLSF <Priority>
Chinnery	\$32, GS, 6 IC(Pres)

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Tokens	Shares	Dest
SLSF	A110	0	0	\$100	\$572	222	E12,H13,(1)	1	M22
IC	D76	4	0	\$76	\$760	---	(2)	0	A22
KATY	G72	0	0	\$68	\$400	222	B11,(2)	0	N1
AT&SF	F68	4	0	\$68	\$680	---	(3)	0	N1

TRAINS AVAILABLE: 2333333444445555666888.10,10,12...

The Bank has \$9,371.

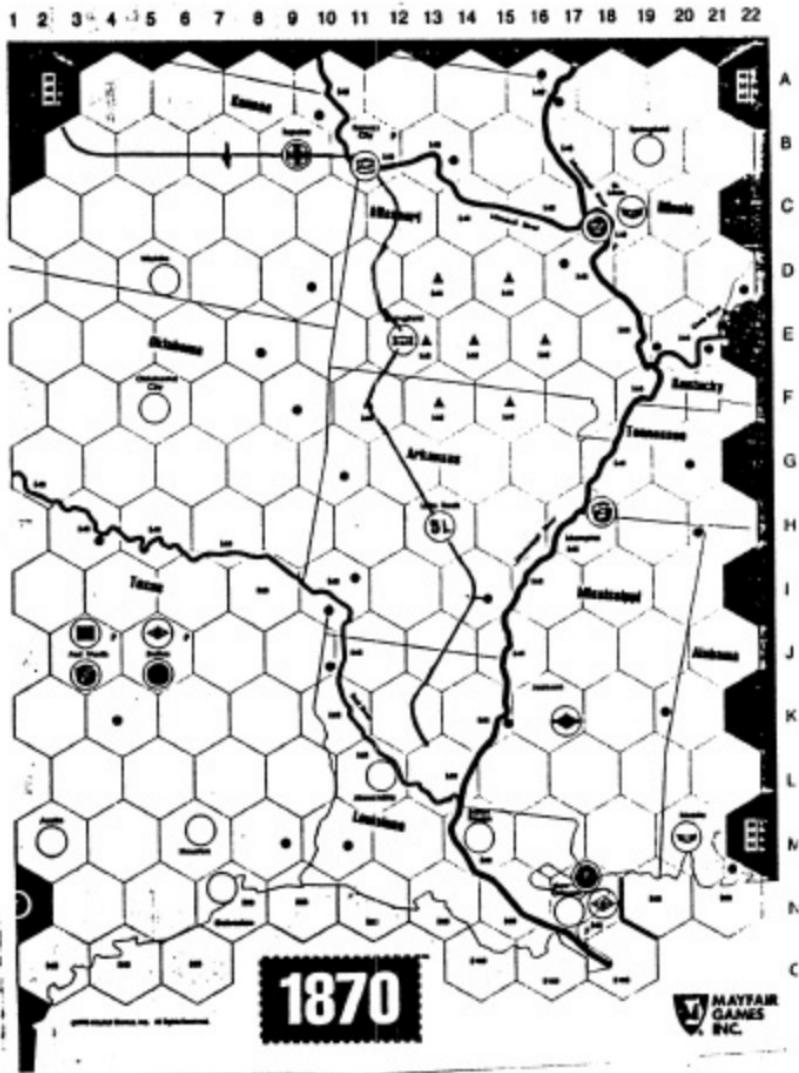
TILES AVAILABLE: #1(1), #2(1), #3(3), #4(5), #5(2), #6(0), #7(9), #8(17), #9(20), #55(1), #56(1), #57(3), #58(3), #69(1)

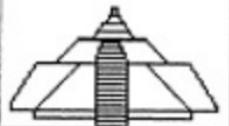
PRESS:

Excerpts from a phone conversation overheard at the office of the President of the Saint Louis - San Francisco Railway:

"What do you mean, SQUATTER'S RIGHTS? I'm trying to build an empire here, and I'm being chained down by the government! I have trackbuilding crews ready to connect to ports along the Mississippi - to link the heartland of this country with the Gulf of Mexico... I'm going to have to talk with my 'associates' in Washington. It may take some time, but I'm sure that I, uh, we can repeal this confounded law about crossing the Mississippi.

"Otherwise, I'll soon be selling tickets for riverboat rides..."





ADV CIVILIZATION

Crash & Recovery!

Turns 9.10-10.9



TURN 9 (cont):

9.10: RESOLVE CALAMITIES:

Earthquake: Babylon destroys Aleppo & Antioch (no tokens to reduce with).

Treachery: Illyria reduces Tarentum.

Superstition: Thrace reduces Byzantium, Troy, and Tyras.

Civil War: GM transfers 2T @ Dacia, Etruria, Pannonia & 1T @ U Germany to Thrace.

Slave Revolt: Assyria destroys Nineveh (no tokens to reduce with).

Flood: Assyria destroys Sinope.

Barbarian Horde: 15T appear in Coruba (Combat: -1C, -5T), 2T remain, 8T attack Hispania (-1C, -5T), 1T remains, 2T attack Tarraconensis (-1 IB). 1T remains, 1T attacks Lusitania (-1T, -1 IB).

Epidemic: Babylon reduces Mari & Damascus to 1T each, loses 2T from Syria, and 1T from Parthia, Babylonia, Chaldea, Sumeria, Phoenicia, & Tyre (16T). Africa reduces Cirta & Palermo to 2T and eliminates 1T each in W Mauritania, Numidia, Tunisia, & Cyrenaica (10T). Crete eliminates 1T on Chalchis, Delphi, Illyricum, Knossus, Thessaly & Phaeas (6T). Assyria removes 1T @ Armenia, Elam, Van & Mikop (4T). GM removes Thracian 1T @ Dacia, Etruria, Pannonia, Thrace & Danubia (5T).

9.11: BUY CIV CARDS: Thrace discards Papyrus; GM discards Ochre. Egypt buys MYSTICISM for 3 Grain & 4 Hides (52). Africa buys MYSTICISM & POTTERY for 3 Wine, 2 Timber, 2 Oil, Papyrus, Grain and 1St. Crete buys METALWORKING for 4 Oil & 3 Papyrus (82). GM discards Illyrian Ochre.

9.12: ALTER AST: All advance except Egypt, Illyria, and Iberia.

TURN 10

10.1 TAXATION: Babylon collects 15t. Assyria and Egypt collect 10t. Africa & Crete collect 8t. Iberia & Illyria collect 6t. Thrace collects 4t.

10.2 POPULATION: Iberia, Illyria, Africa, Babylon & Crete fully populate. Assyria adds 2T to Cilicia, Cyprus, Elam, Galatia, Media; 1T Cappadocia, Caucasus & L Armenia. Egypt populates all but Nubia and Tanis. Thrace populates all but Rhine, Lesbos, Dacia, Macedonia and only 1 in Pannonia.

10.3 CENSUS

THRACE (Zieske): 1500 BC. 36T, 11t, 2 cities, 8 cards

ASSYRIA (Deb Osborne): 1000 BC. 37T, 10t, 6 cities, 0 cards, 225 CP

AFRICA (Naet): 1200 BC. 34T, 13t, 4 cities, 8 cards, 95 CP

EGYPT (Ringhoffer): 2000 BC. 34T, 13t, 5 cities, 3 cards, 50 CP

ILLYRIA (Bryden): 1600 BC. 29T, 8t, 3 cities, 8 cards, 45 CP

BABYLON (Anderson): 1200 BC. 24T, 18t, 6 cities, 5 cards, 160

IBERIA (Farrow): 1600 BC. 21T, 13t, 3 cities, 7 cards, 45 CP

CRETE (Boym): 1200 BC. 18T, 21t, 4 cities, 4 cards, 80 CP

10.4 BOATS: Egypt builds two ships at Tanis (-4t). Iberia maintains ships at Sardina & Pyrenees, builds ship in Luggdunensis (-4t). Assyria builds boats at Caucasus and Cyprus (-4t). Thrace maintains one ship in Thera, build ships in Thrace, Lesbos, Ionia (-7t). Africa maintains boats at Cyrenaica & Milazzo and builds one in W Mauritania (-4t). Crete lets ships rot. Illyria maintains ships in Tarentum and Begica.

10.5 MOVEMENT:

THRACE: 1S & 1T Thrace-Thessalonica-Chalchis-Eretrea-Thera. 1S Lesbos-Troy-Byzantium-Troy. 2T Byzantium-(e)-Troy. 2T Moesia-Thrace, 1T Crimea-Scythia. 1T Scythia-Dacia, 2T Tyras-Danubia.

ASSYRIA: 1S & 2T Cyprus-Salamis-Antioch, 1S & 2TCaucasus-L Armenia-Media. 4T Armenia-Media, 2T L Armenia-Media, 4T Cilicia-Antioch, 2T Galatia-Cilicia, 1T Cappadocia-Sinope.

AFRICA: 1S Milazzo-Campania-Milazzo-Palermo-Carthage, 2T New Africa-Cirta, 2T Milazzo-Palermo, 1S & 2T Cyrenaica-Gaza, 2T Jalo-Cyrenaica, 1T E Mauritania-New Carthage, 1T Milazzo-(e)-Campania, 1T Tripolitania-Jalo.

EGYPT: 4T Ptolemais-U Egypt, 2T Sinai-Petra, 1T Gaza-Sinai, 1T Nubia-Ptolemais, 1T E Desert-Ptolemais, 1T W Desert-Fayum, 1T W Desert-Memphis, 2T Fayum-U Egypt.

ILLYRIA: 1S & 3T Rubicon-Tarentum, 1S & 2T Belgica-Londinium, 1T Samnium-Tarentum, 1T Samnium-Neapolis, 1T Rubicon-Samnium, 2T L Germany-Rhine.

BABYLON: 2T Babylonia-Ur, 1T Parthia-Babylonia, 2T Damascus-Jericho, 2T Syria-Jericho, 1T Arabia-Syria, 1T Midian-Petra, 1T Chaldea-Sumeria, 2T Sumeria-Syria.

IBERIA: 1S @ Sardinia-Caralis-Sardinia-Corsica-Massilia-Narbo, 1S @ Pyrenees-Iberus-New Carthage-Corduba, 1S & 1T Luggdunensis-Aquitania-Tarraconensis-Lusitania, 3T Pyrenees-(e)-Corduba, 2T Aquitanis-Tarraconensis, 2T Caralis-(e)-

Narbo, 2T Corsica-(e)-Narbo, 2T Aquitania-Pyrenees, 2T Gaul-Aqu... a, 1T Pyrenees-Iberus, 1T Rhaetia-Gaul.

CRETE: 1T Epirus-Macedonia.

10.6 CONFLICT: 3 IB vs 2 BH @ Cordoba (-2 BH, -1 IB), 2 IB vs 1 BH @ Tarragonensis (-1 each), 2 EG vs 1 BA @ Petra (-1 each), 2 AF vs 1 EG @ Gass (-1 each), 2 IL vs 1 Th @ Rhine (-1 each), 4 IL vs 2 TH @ Pannonia (-1 each), 1 CR vs 1 TH @ Macedonia (-1 TH).

10.7 BUILD CITIES: Thrace builds Thera & Troy. Assyria builds Media & Antioch. Iberia builds Narbo. Egypt builds U Egypt. Africa builds Cirta & Palermo. Babylon builds Jericho. Illyria builds Tarentum.

10.8 STARVATION: Africa: 1T @ Sahara & Libya. Illyria: 1T @ U Germany.

10.9 TRADE: Babylon buys gold (-1st). Iberia, Illyria, Thrace & Crete get 4 cards. Africa, Babylon & Egypt draw six cards; Stacks I & II are exhausted. Assyria draws five cards.

PRESS:

Wanted in Babylon: Gems, Spice, Papyrus. Not wanted: Calamities, but will give away at best offer.

Babylon-Egypt: Sorry, but I can't go to war with my only trading partner right now, unless you know of someone who has at least 7 or 8 cities.

Africa-Egypt: I too am surprised how large Assyria has gotten. But I wouldn't be surprised to find out about a Babylon-Assyria alliance.

THE BOARD

AFRICA: C @ Carthage, Cirta, Cyrene, Palermo, Thapsis, Tripoli; S @ Carthage, Gass, W Mauritania; 2T @ Cyrenaica, Numidia, Subrata, Tunisia, W Mauritania; 1T @ Campania, E Mauritania, Gass, Jalo, Libya, Milazzo, New Africa, Sahara, Tripolitania. POTTERY, MYSTICISM.

MYSTICISM.

ASSYRIA: C @ Ankara, Antioch, Gordium, Kanesh, Media, Miletus, Salamis, 1S @ Antioch, Media; 3T @ Armenia, Elam; 2T @ Bithynia, Cilicia, Cyprus, Galatia, Van; 1T @ Armenia, Cappadocia, Kuban, Lydia, Mikop, Nalchik, Phrygia, Sinope. MYSTICISM, ASTRONOMY, CLOTHMAKING, POETRY & DRAM.

BABYLON: C @ Babylon, Carrhae, Charax, Jericho, Sidon, Susa; 3T @ Syria; 2T @ Mari, Phoenicia, Tyre, Ur; 1T @ Arabia, Babylonia, Chaldaea, Midian, Parthia, Sumeria. COINAGE, MYSTICISM.

BARBARIANS: 1T @ Hispania.

CRETE: C @ Argos, Eretria, Rhodes, Sparta; 2T @ Athens, Chalcis, Corinth, Delphi, Illyricum, Knossus, Phaeolis, Thesealy; 1T @ Epirus, Macedonia. METALWORKING.

EGYPT: C @ Buhen, Jerusalem, Sardinia, Siwa, Thebes, U Egypt; 4T @ Alexandria; 3T @ Fayum, Memphis, Tanis; 2T @ Ptolemais, W Desert; 1T @ E Desert, Petra, Sinai. MYSTICISM.

IBERIA: C @ Eborus, Massilia, New Carthage, Narbo; 1S @ Corduba, Lusitanis, Narbo; 3T @ Aquitania; 2T @ Corduba, Pyrenees; 1T @ Gaul, Iberus, Lugdunensis, Lusitanis, Rhaetia. CLOTHMAKING.

ILLYRIA: C @ Apollonia, Ithaca, Rome, Tarentum; 1S @ Tarentum & Londinium; 4T @ Germany; 3T @ Belicca, L Germany, Pannonia; 2T @ Dalmatia, Londinium; 1T @ Neapolis, Rhine, Rubicon, Samnium, U Germany.

THRACE: C @ Sardes, Thera, Thessalonica, Troy; 2S @ Thera; 1S @ Lesbos, Troy; 4T @ Danube; 2T @ Byzantium, Dacia, Ionia, Moesia, Scythia, Thrace, Tyras; 1T @ Crimea, Etruria, Lesboe, Pannonia.

Your Cards are:

Due next time are orders for trades, as much calamity resolution as you can manage (those with nontradable calamities especially), and the Civ Cards you hope to buy and with what.

DUNE

Factions Gather Strength!

TURN 6 & 7

THE CAST

ATREIDES (Fisher): KH, 2L, 18S, 2C, 8T @ Arrakeen, 6T @ False Wall West(s17).
EMPEROR (Deb Osborne): 62S, 2C, 6T & 3* @ Habbanya Ridge Sletch, 5T @ Habbanya Flat, 1T @ Harga Pass.
FREMEN (Anderson): 9S, 3C, 7T @ Sletch Tabr, 5T @ Rock Outcropping.
GUILD (Wilson): 51S, 4C, 6T @ Tuck's Sletch, 2T @ False Wall South(s8).
HARKONNEN (Bryden): 13S, 8C, 5L, 6T @ Carthag, 6T @ Haggas Basin.
IX (Narhi): 37S, 3C, 5T @ Polar Sink, 5T @ Shield Wall.
TANKS: 4A, 2E, 3E*, 1F, 2G, 5H, 4I; Lady J, B Raban, G Halleck, Colonel, Count Fenring.

TURN 6

1. The STORM moves to Sector 6. The Imperial token in Harga Pass is killed.
2. SPICE BLOW: Shai Halud appears in Haggas Basin devouring H's 6T there. Broken Land(8) and Celago North(8) have spice blows. We have a nexus! Alliances are maintained. H & I ally.
3. BIDDING: There are 4 cards available.
F bids 2S, Abide 1S. F gets _____ (-2S to E).
No bids on 2nd card. Bidding round over.
4. REVIVAL: A revives 2T, E revives 1* & 2T (-4S), F revives 1T, G revives 2T (-2S), H revives 2T, I revives 2T.
5. SHIPMENT: G elects to ship/move last. E ships 2T to Polar Sink (-6S to G), H ships 4T to Carthag (-4S to G).
6. MOVEMENT: A moves 6T False Wall West-Wind Pass North(s17), E moves 5T Habbanya Flat-Habbanya Ridge Sletch, F moves 5T Rock Outcroppings-Broken Land(s12), G moves 2T False Wall South(s5)-Celago North(s8)
7. COMBAT: None.
8. SPICE COLLECTION: I collects 20S, H collects 25 for Carthag, A collects 25 for Arrakeen, G collects 1S for Tuck's Sletch & 4T in Celago North. Fremen collect 8T in Broken Land.

TURN 7

1. The STORM moves from Sector 6 to Sector 7. The next Storm chit is.
2. SPICE BLOW: Shai Halud appears in Celago North devouring 4S & G's 2T there. Wind Pass North(6) and Great Flat(10) have spice blows. We have a nexus! Alliances may be made or broken. The top Spice card is _____.
3. BIDDING: There are 3 cards available. They are: _____, _____, _____.

Due next time are orders for any voluntary actions from Turn 7 Bidding to Turn 8 Spice Blow. We will stop for any combat. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 2L, 20S, 2C, 8T @ Arrakeen, 6T @ Wind Pass North(s17).
EMPEROR (Deb Osborne): 50S, 2C, 11T & 3* @ Habbanya Ridge Sletch, 2T & 1* @ Polar Sink.
FREMEN (Anderson): 15S, 4C, 7T @ Sletch Tabr, 5T @ Broken Land(s12).
GUILD (Wilson): 66S, 4C, 6T @ Tuck's Sletch.
HARKONNEN (Bryden): 11S, 8C, 5L, 10T @ Carthag.
IX (Narhi): 57S, 3C, 5T @ Polar Sink, 5T Shield Wall.
TANKS: 2A, BE*, 2G, 9H, 4I; Lady J, B Raban, G Halleck, Colonel, Count Fenring.

LEGEND: * = starred token. (@) = aggressor. A = Atreides, E = Emperor, F = Fremen, G = Guild, H = Harkonnen, I = IX, KH = Kvitteach Haderach, L = Leaders, S = spice, s# = sector #, T = token.

BRITANNIA

Turns 8 & 9
560-710 A.D.



The Cast:

PURPLE: Paul Zieake
GREEN: Peter Boyum

BLUE: Chuck Hanno
RED: David Anderson

The Board:

WELSH (2): 2A @ Cornwall, Devon, Dyfed, Gwent, Gwynedd, Powys.
 BRIGANTES (0): 1A @ Galloway; 2A @ Pennines
 PICTS (0): 2A @ Caithness, Dairais, Skye; 1A @ Mar, Moray.
 CALEDONIANS (1): 2A @ Hebrides, Orkneys.
 IRISH (2): 1A @ Clwyd; 2A Cumbria; 1A @ Atlantic .
 SCOTS (0.5): 2A @ Alban, Dunedin, Strathclyde.
 SAXONS (0.5): 1R @ Frisian; 2A @ Avalon, Lindsey; 1A @ Downlands, Hwicce, Kent, S
 Mercia, Suffolk, Sussex, Wessex.
 ANGLES (2): 2A @ York; 2A @ Bernicia, Lothian, N Mercia, Norfolk; 1A @ North, (Oswiu)

Score: Purple 51, Green 36, Red 35.5, Blue 34.

Turn 8 (concluded)

ANGLES (2): Grow 5 Pop Pts. Add 1A @ N Mercia & Norfolk. 2A Norfolk-Suffolk, 1A N
 Mercia-Suffolk (6.3.8:6 -1 Angle, 1 Saxon), 1A North-York-March.

Turn 9

Brigantes receive 11 votes for Bretwalda (+2 VP); Angles get 7.

WELSH (2): Grow 4 Pop Pts. Add 1A @ Devon (at full force). 1A Devon-Wessex (5:4 -1
 Saxon).

BRIGANTES (0): Grow 1 Pop Pt. Hold.

PICTS (0): Grow 2.5 Pop Pts. 1A Caithness-Moray, 1A Moray-Mar.

CALEDONIANS (1): Grow 1 Pop Pt. Hold.

IRISH (2): Grow 1.5 Pop Pts. Add 1A @ Clwyd. 2A @ Clwyd-Gwynedd (2.2:6.2; 4:6.4 -2
 Irish), 2A Cumbria-Clwyd, 1A Atlantic-Cumbria.

SCOTS (0.5): Grow 2.5 Pop pts. Add 1A @ Dunedin. 1A Alban-Dunedin, 2A Dunedin-
 Lothian (6.5:2.1 -2 Angles).

SAXONS (0.5): Grow 6 Pop Pts. Add 1A @ _____ & _____.

Due next time are orders for Saxons & Angles for Turn 9 and Welsh through Saxons for
 Turn 10.

Score: Purple 51, Red 37.5, Green 36, Blue 34.

The Board:

WELSH (0): 2A @ Cornwall, Devon, Dyfed, Gwent, Gwynedd, Powys.

BRIGANTES (1): 1A @ Galloway; 2A @ Pennines

PICTS (2.5): 2A @ Dairais, Mar, Skye; 1A @ Caithness, Moray.

CALEDONIANS (2): 2A @ Hebrides, Orkneys.

IRISH (0.5): 2A @ Clwyd; 1A Cumbria.

SCOTS (0): 2A @ Dunedin, Lothian, Strathclyde; 1A @ Alban.

SAXONS (0.5): 1R @ Frisian; 2A @ Avalon, Lindsey; 1A @ Downlands, Hwicce, Kent, S
 Mercia, Sussex.

ANGLES (2): 2A @ Bernicia, Suffolk, York; 1 @ N Mercia, Norfolk, March; Oswiu(?), [Offa].

LEGEND: A = army, L = leader, R = raider, (#) = population points, r-??? = retreats to ???.

Press: Note Chuck Hanno has assumed command of the Blue forces.

**THE CAST:**

Dave Anderson:
John Butitta:
Marcel Carboneau:
Don Chinnery:
Dan Farrow:
Dan Osborne:
Debbie Osborne:

MAGIC REALM SYLVAN DEAD!! SPIDERS! EVENING 19 / DAY 20



Bennie the Berserker
Willie the Pilgrim
Amber Rose the Amazon (deceased)
Razi the (optional) Wizard (deceased)
Simplomo the Sorcerer (aka Misty, deceased)
Smaug of the Dark Helmet, a Black Knight
Thorn of the Grotto, an Amazon (deceased)
Sylvan the (optional) Druid

EVENING 19

AT CV4: Willie casts "Small Blessing" using his MAGIC 14* and WHITE 6*: result 5,2= "I Wish for Health". Both fatigued MAGIC 1 chits are rested.

AT SCF: Sylvan attacks William (WHQ) SWING L4 while ducking L3*. Wilbur (W2) attacks CHARGE L1**, but (6,3) loses three levels of damage, so does no harm. Wally attacks SWING L1**, but loses one level, fatally skewering Sylvan. William disdains to attack and merely DUCKS 2.

DAY 20

MONSTER ROLL = 5

Smaug @ Chapel: M BV2, M AV4, M AV1, M CV5 (Inn).
Willie @ CV4: H(6,3 - n), H(3,3 = y), SPX, SP(convert MAGIC 16* to WHITE).
Bennie @ CV2: R(FIGHT T6* to normal), H(6,2 - n), H(3,2 = y), M Cr2, M Cr2. Reveal Dank M, Lost Castle 1, Cairns 5, Flutter2, Patter 2, Patter 5, Roar 6. The T spider moves to Cr2 in search of Bennie. A H spider appears at Cr2 (by the way, this spider appeared in Turn 9, then "fell off the board", it seems).

COMBAT: Bennie can break concealment and attack the spiders. The Rogues insult Smaug (6 = Trouble, 4 = Insult); he may either do battle or lose 5N.

Due next time are orders for Evening 20 and Day 21. Day 21 has PURPLE magic everywhere and some monsters and natives may regenerate.

DEAD PILE: Ralph, Roger & Raoul. Ponies BHQ & B2-B5. H dragon, two H flying dragons, two H spiders, three bats, two axe-goblins.

BOARD NOTES:

Nut Woods, Cliff, and Caves are enchanted. A bat is at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There are two H trolls & the Altar at Ru1. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Cs6; a T Troll is at Cs3; a short sword, helmet, and breastplate are at Cs4 and Cr5. There is a T dragon at Cl2, and the TF Dragon at the Hoard at BL6. The Small Campfire, the Woodfolk, & the Bashkars are at NW5. Cr5 has the Cairns. Two small treasures are abandoned at the Inn. Large Campfire is at LW4. Lost City is HP3 with the Vault, the Lair and a T dragon. The Shrine & a six-pack of spear goblins is at HP4. The Statue is at Cn2. Giants are at Le4 and Cr6. Four axe-goblins are in HP5. One each T & H spiders are at Cr2.

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